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Osman et al.

(54) SPECTATORS VOTE TO BENCH PLAYERS IN A VIDEO GAME

- (71) Applicant: Sony Interactive Entertainment Inc., Tokyo (JP)
 - 72) Inventors: **Steven Osman**, San Mateo, CA (US); **Katrine Chow**, San Mateo, CA (US)
- (73) Assignee: Sony Interactive Entertainment Inc.,
- Toyko (JP)
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- (58) Field of Classification Search

CPC A63F 13/87; A63F 13/75; A63F 13/35; A63F 13/70; A63F 13/798; A63F 13/79;

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Primary Examiner — Michael A Cuff (74) Attorney, Agent, or Firm — Penilla IP, APC

(57) ABSTRACT

A method for displaying a video game to spectators includes receiving votes from spectators to remove a player from a video game. The method also includes determining whether the number of votes received to remove the player from the video game meets a threshold level required to trigger removal of the player from the video game. If the number of votes received to remove the player from the video game meets the threshold level required to trigger removal of the player from the video game, the method includes generating a command configured to cause the player to be removed from the video game. The method also can include animating the removal of the player and providing visual cues to other players or spectators as to why the player was removed from the video game.

24 Claims, 5 Drawing Sheets

